

EXHIBIT B

WHEEL OF MADNESS

Incrementing Jackpot

Game Play

1. Player places an extra side wager to participate in the bonus aspect of the underlying game.
2. If player receives a predetermined set of cards, the player qualifies for a bonus.
3. Qualified players push a jackpot button, which activates a prize wheel to spin.
4. The wheel will stop on either 1 of 5 fixed jackpots, or one incrementing jackpot

Type of Jackpots	Number of Jackpots	Prob.	Jackpot Amounts	Player Hold %
Incrementing	1	0.00003	5,050	0.1300
Fixed	49	0.00126	50	0.0643
Fixed	100	0.00257	40	0.1055
Fixed	525	0.01351	12	0.1757
Fixed	575	0.01480	11	0.1776
Fixed	625	0.01609	10	0.1770
Total	1,875	0.04827	5173	0.830

Incrementing Jackpot Specifications

Range	\$100 to \$10,000
Average Pay	\$5.050
Increment Rate	\$1
Increment Time	every 15 Seconds.
Cycle Time	21.04 hours

Bonus Game Hold%

Minimum Player Hold %	70.30%
Maximum Player Hold%	95.80%
Minimum Casino Hold %	29.70%
Maximum Casino Hold%	4.20%
Average Player Hold%	83%
Average Casino Hold%	17%

Notes:

1. The overall Hold % for the bonus game is greatly influenced by what incrementing jackpot amount is won. The range of the incrementing meter can be changed to increase or decrease the lower and upper jackpots.
2. The side wager is an optional bet, the hold% from the bonus game will probably only add about 2% to 4% to the hold% on the underlying game (i.e. blackjack).
3. When the incrementing meter reaches the top of the range or in this example \$10,000, it will start back at the \$100.